

FIG. 1

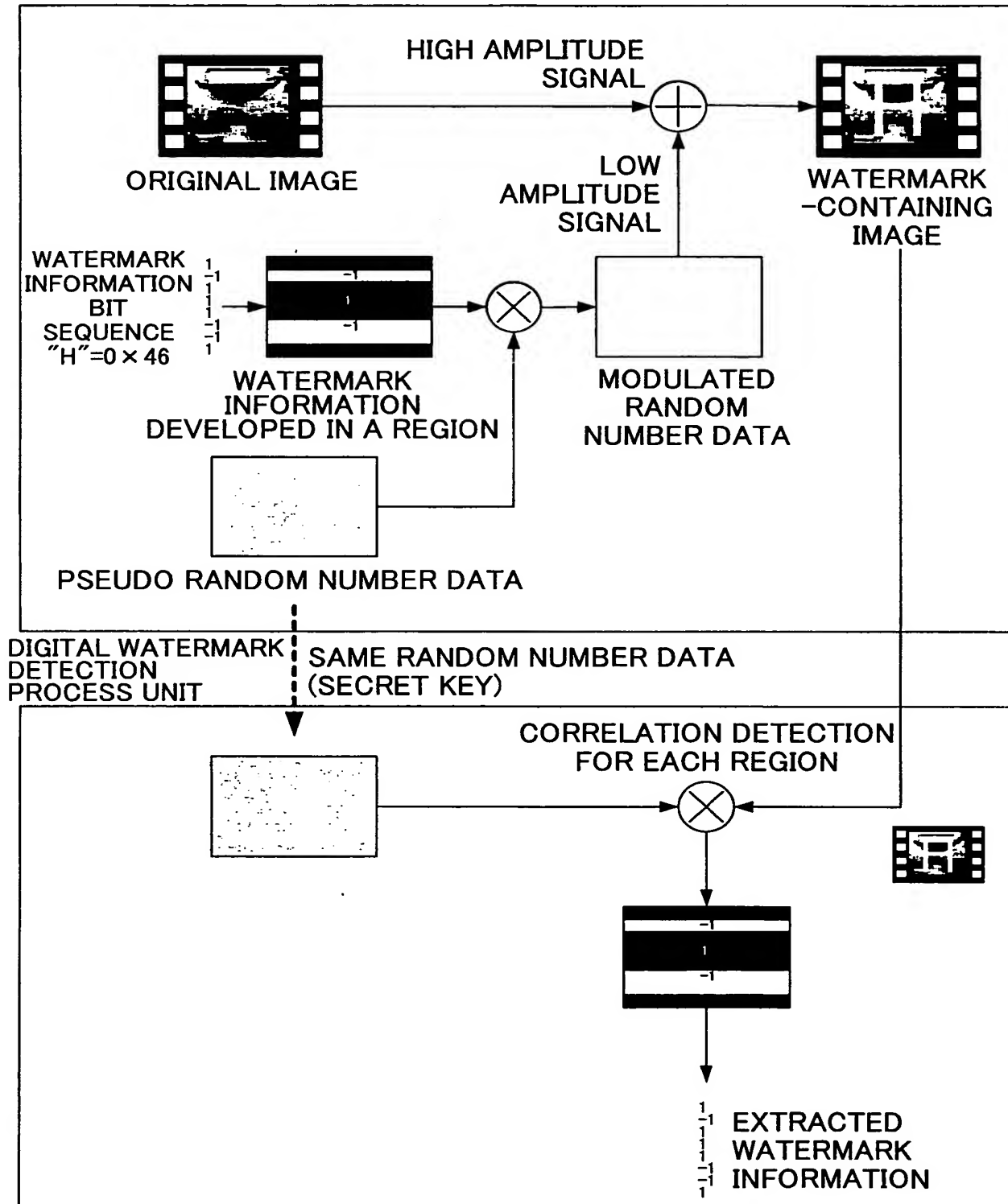
DIGITAL WATERMARK
ADDING PROCESS UNIT

FIG.2

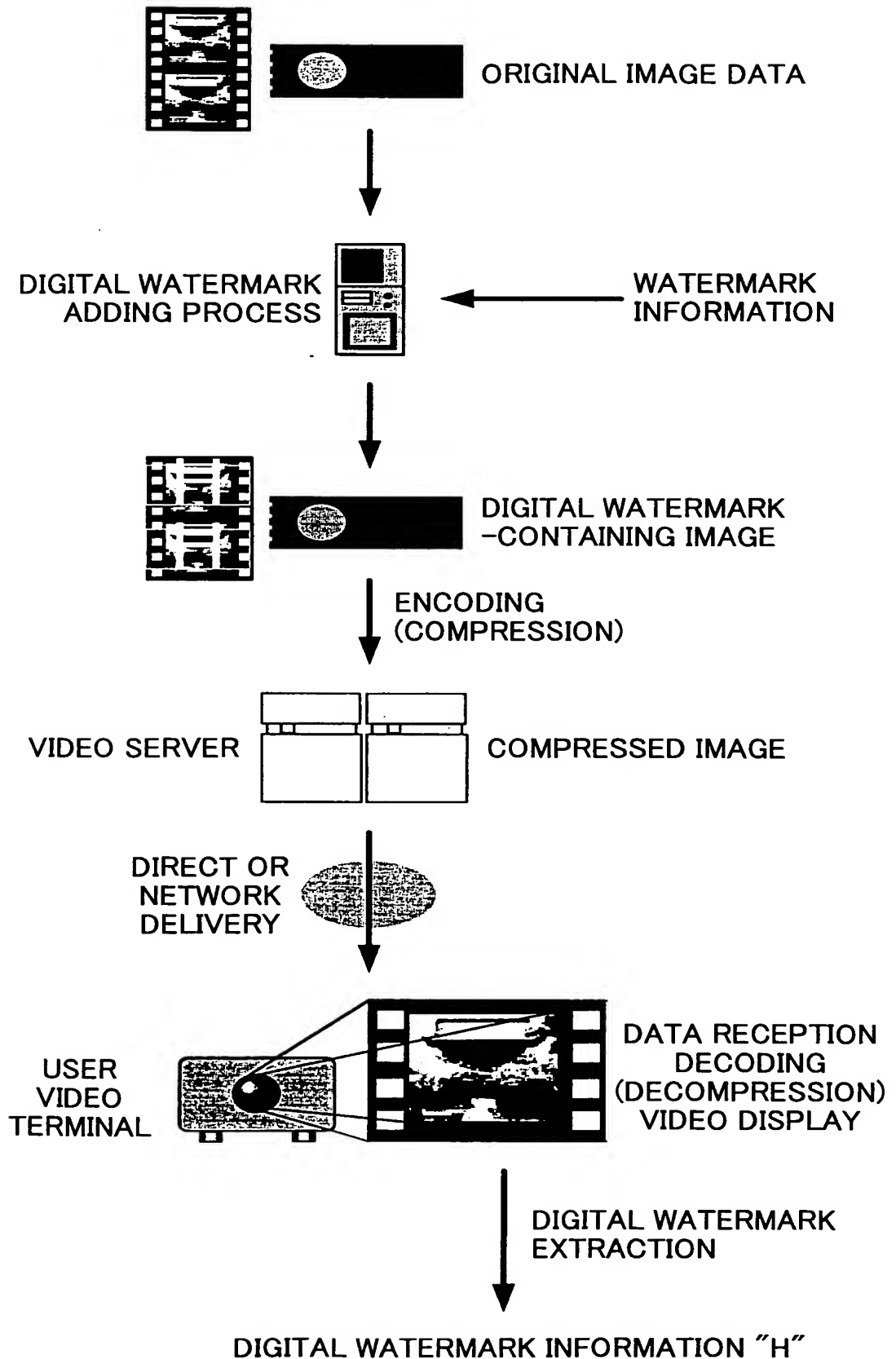


FIG.3

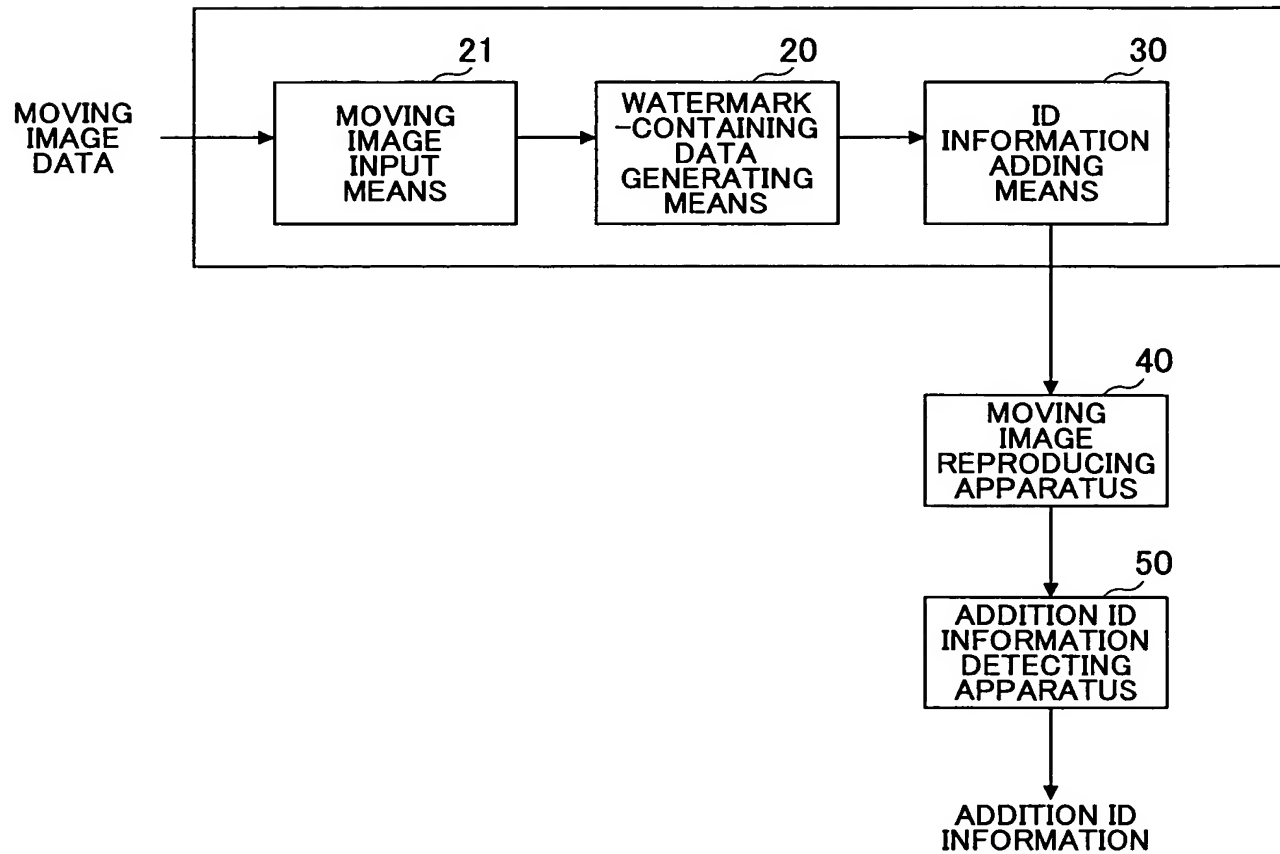


FIG.4

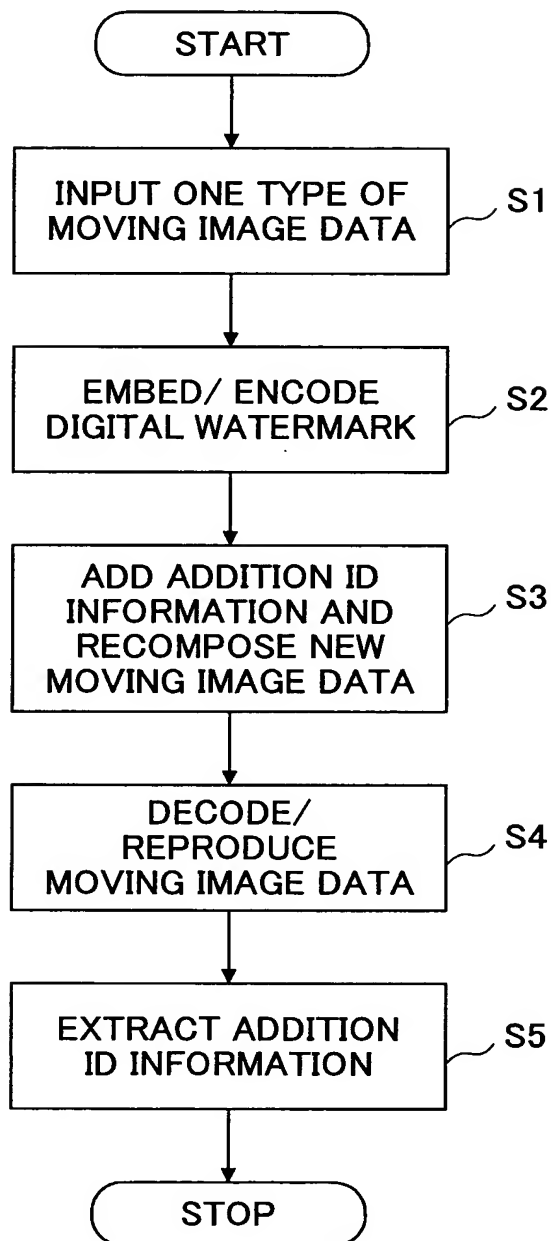


FIG.5

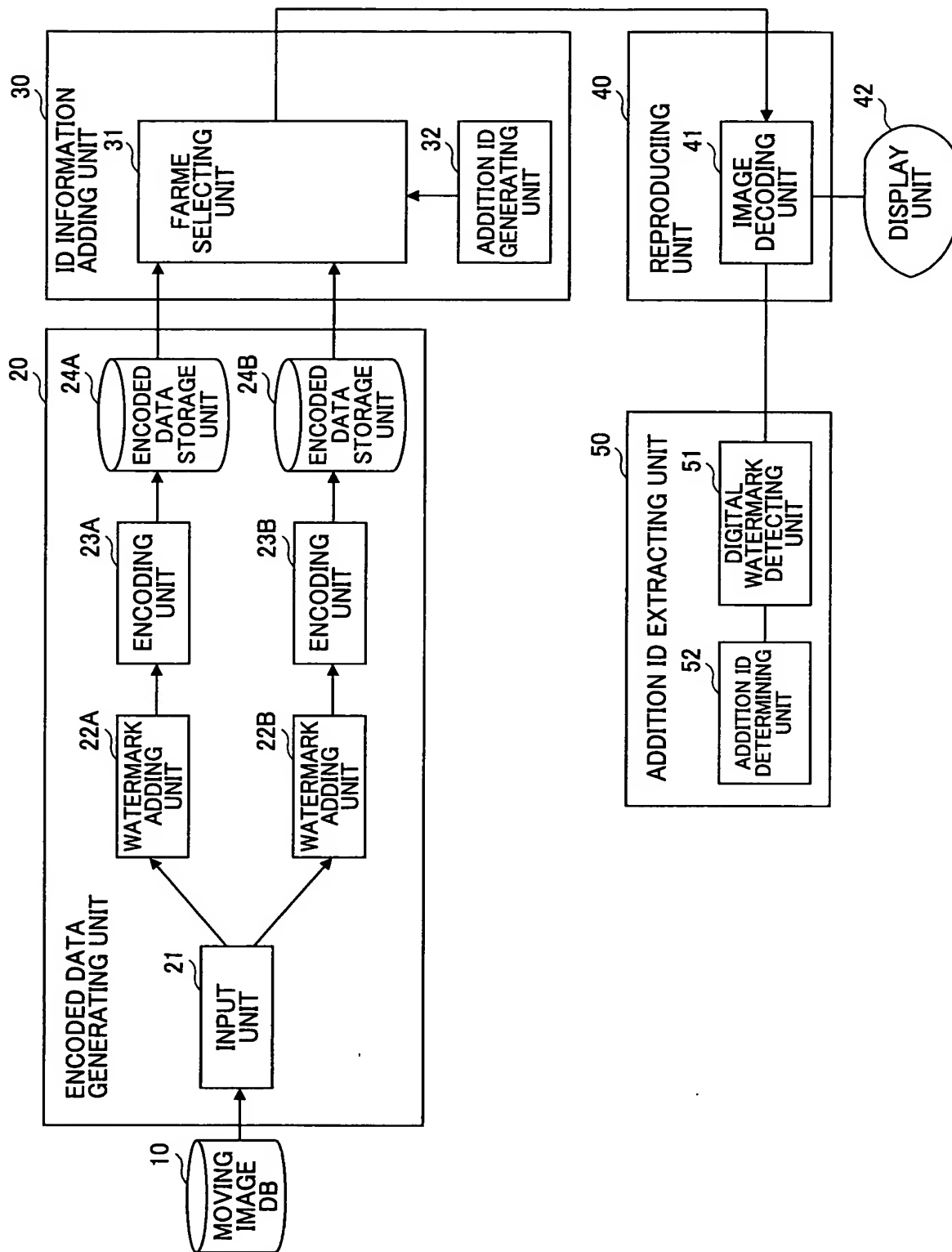


FIG.6

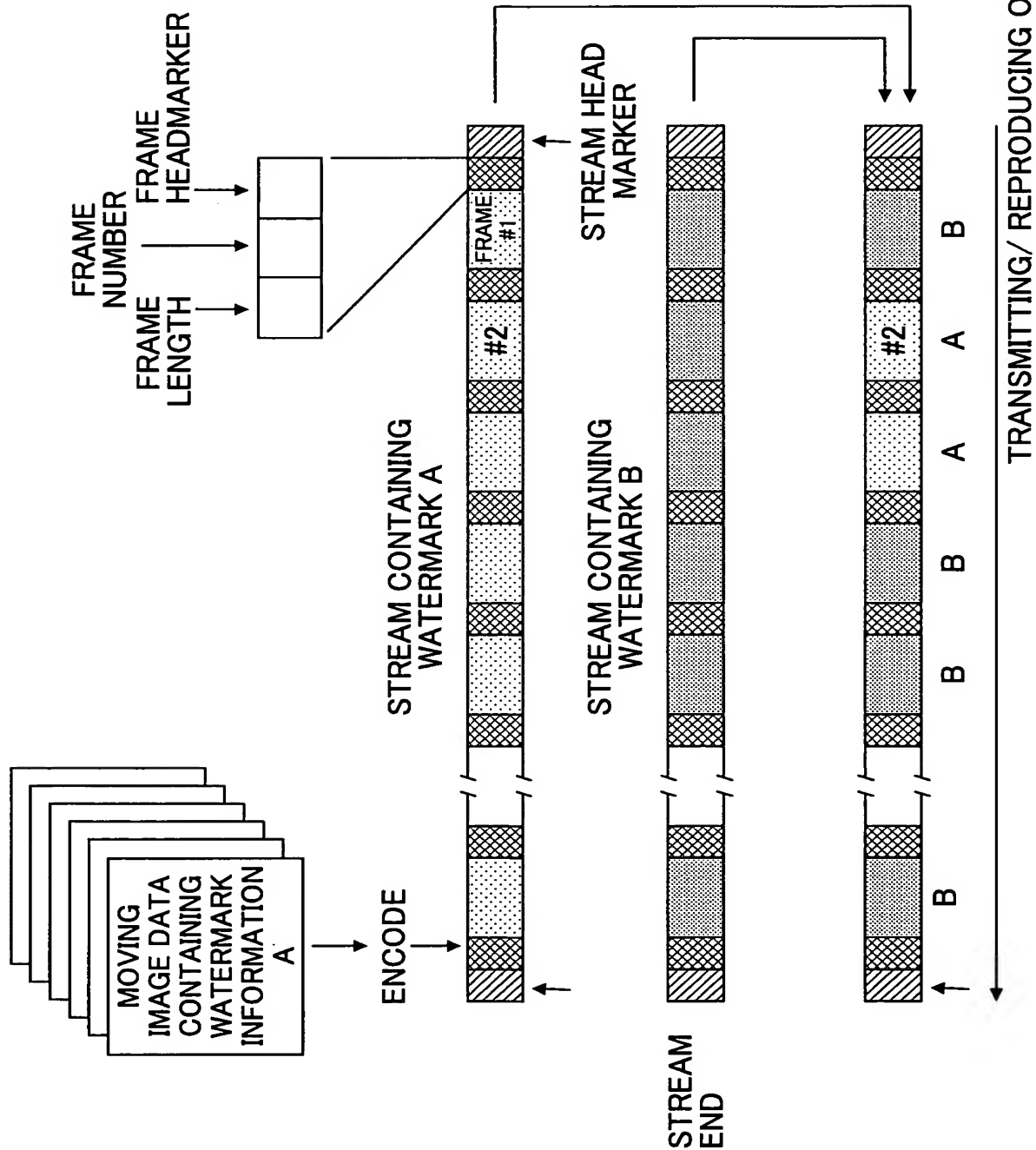


FIG. 7

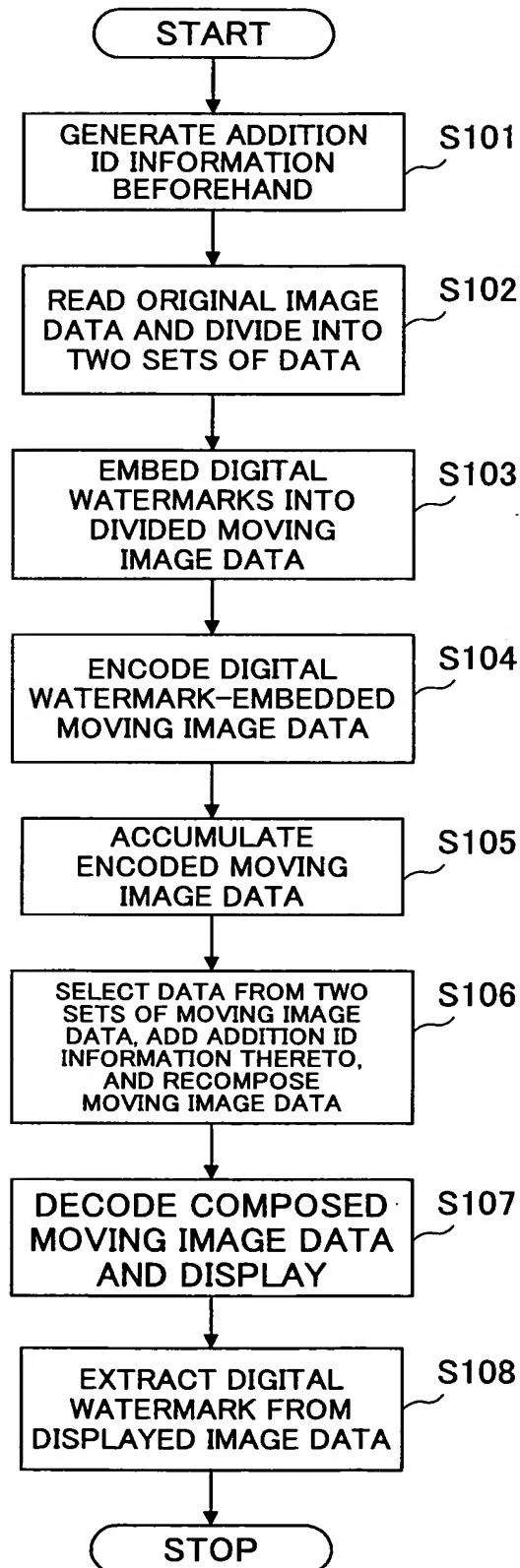


FIG.8

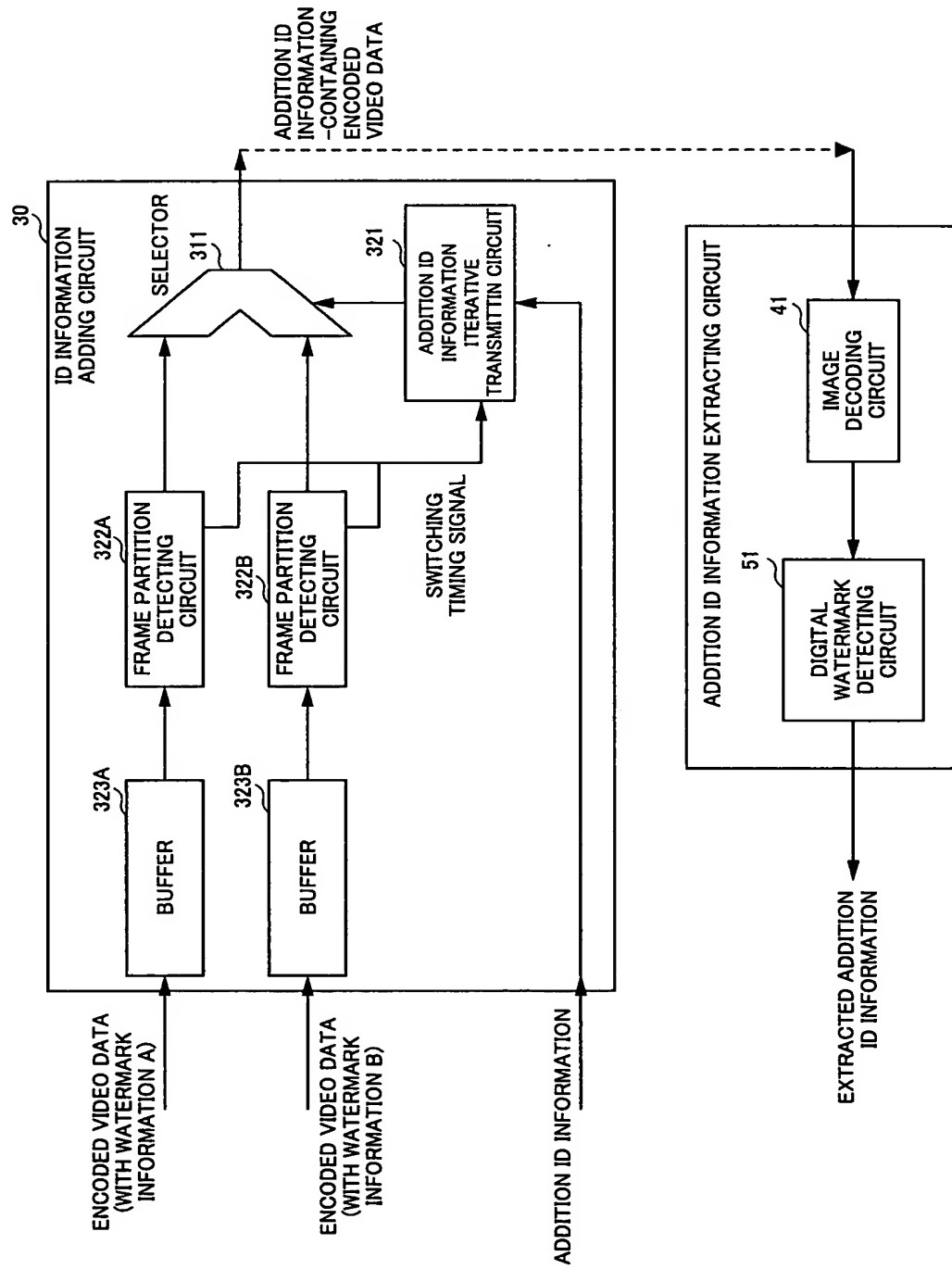


FIG.9

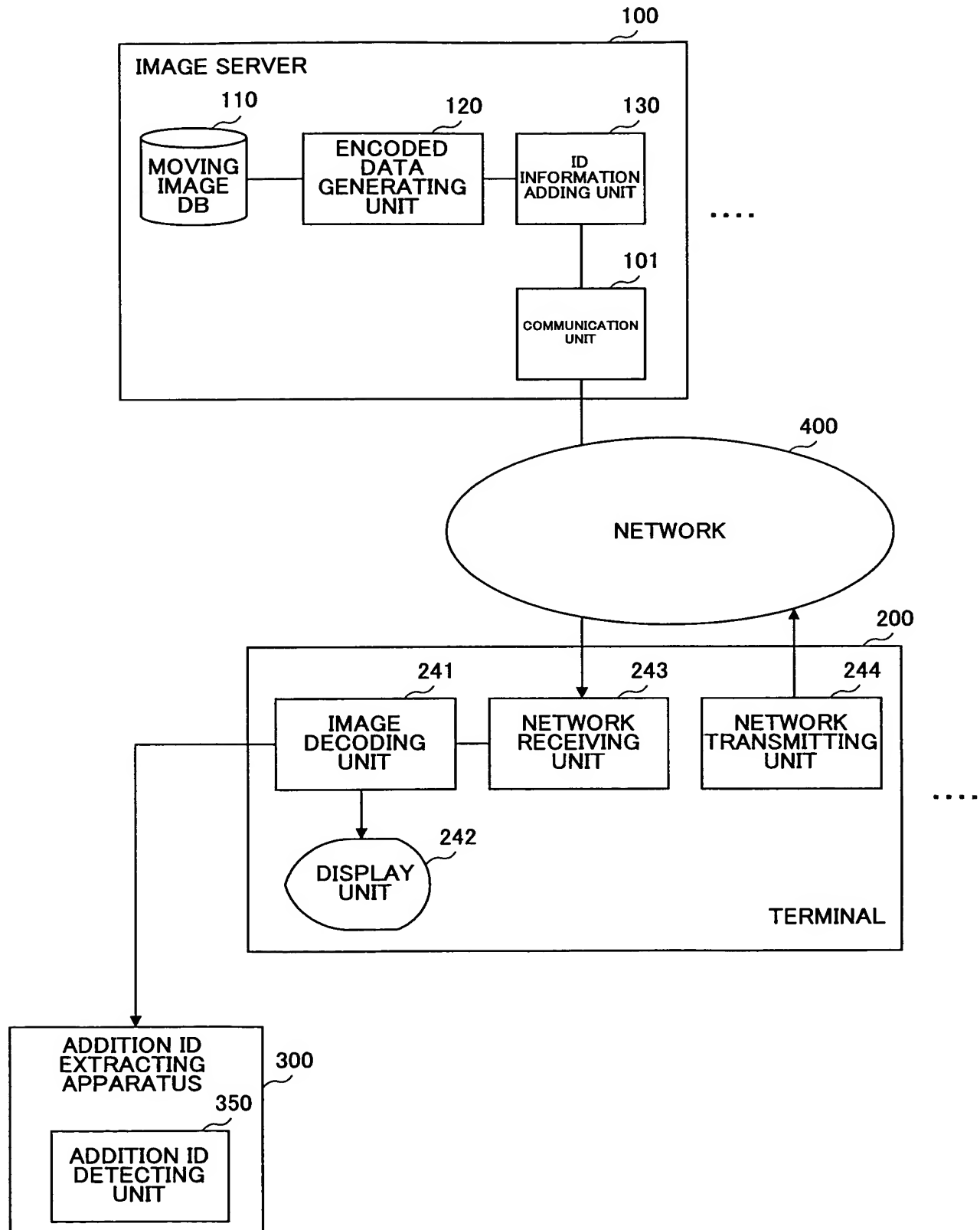


FIG.10

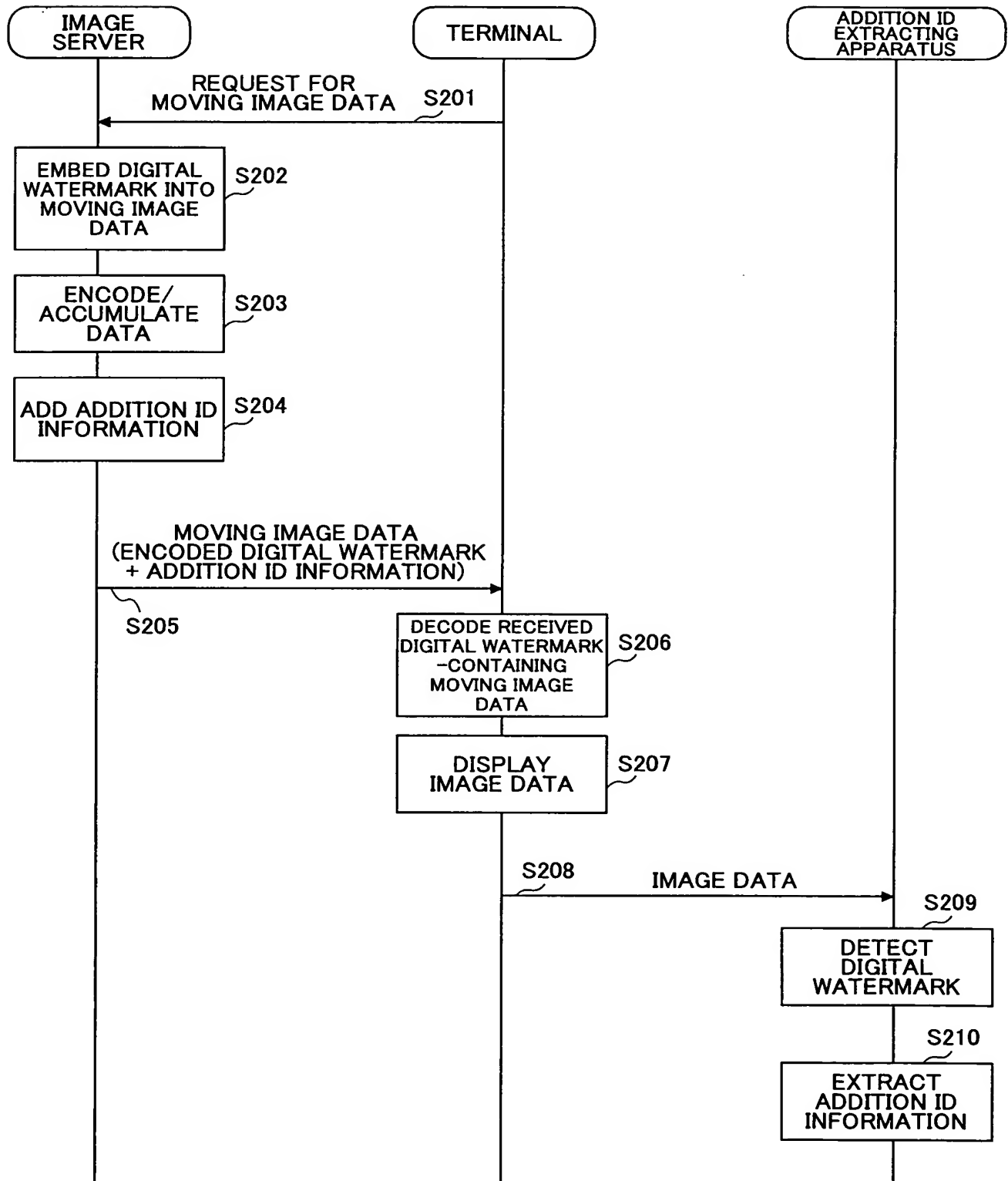
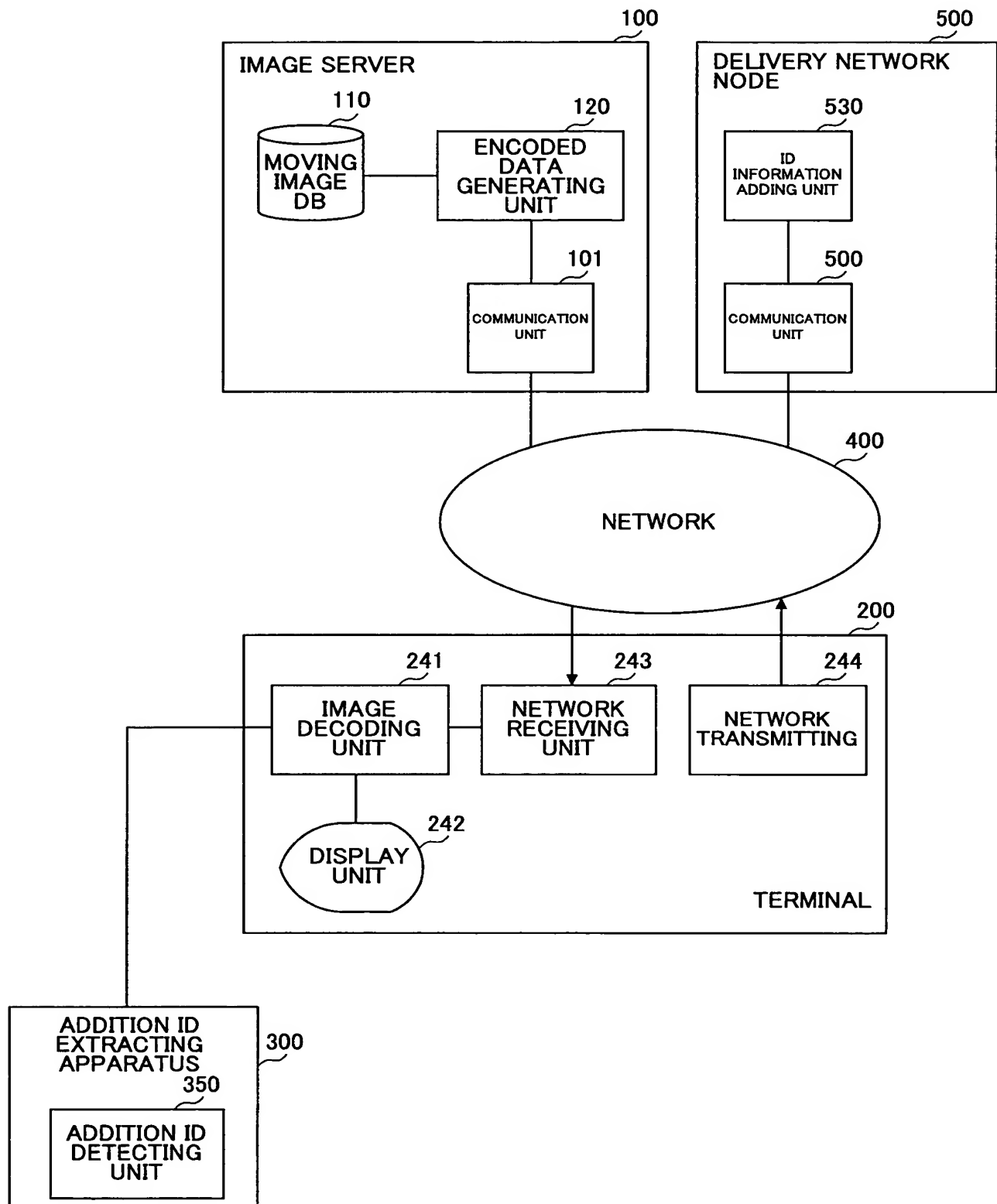


FIG.11



500

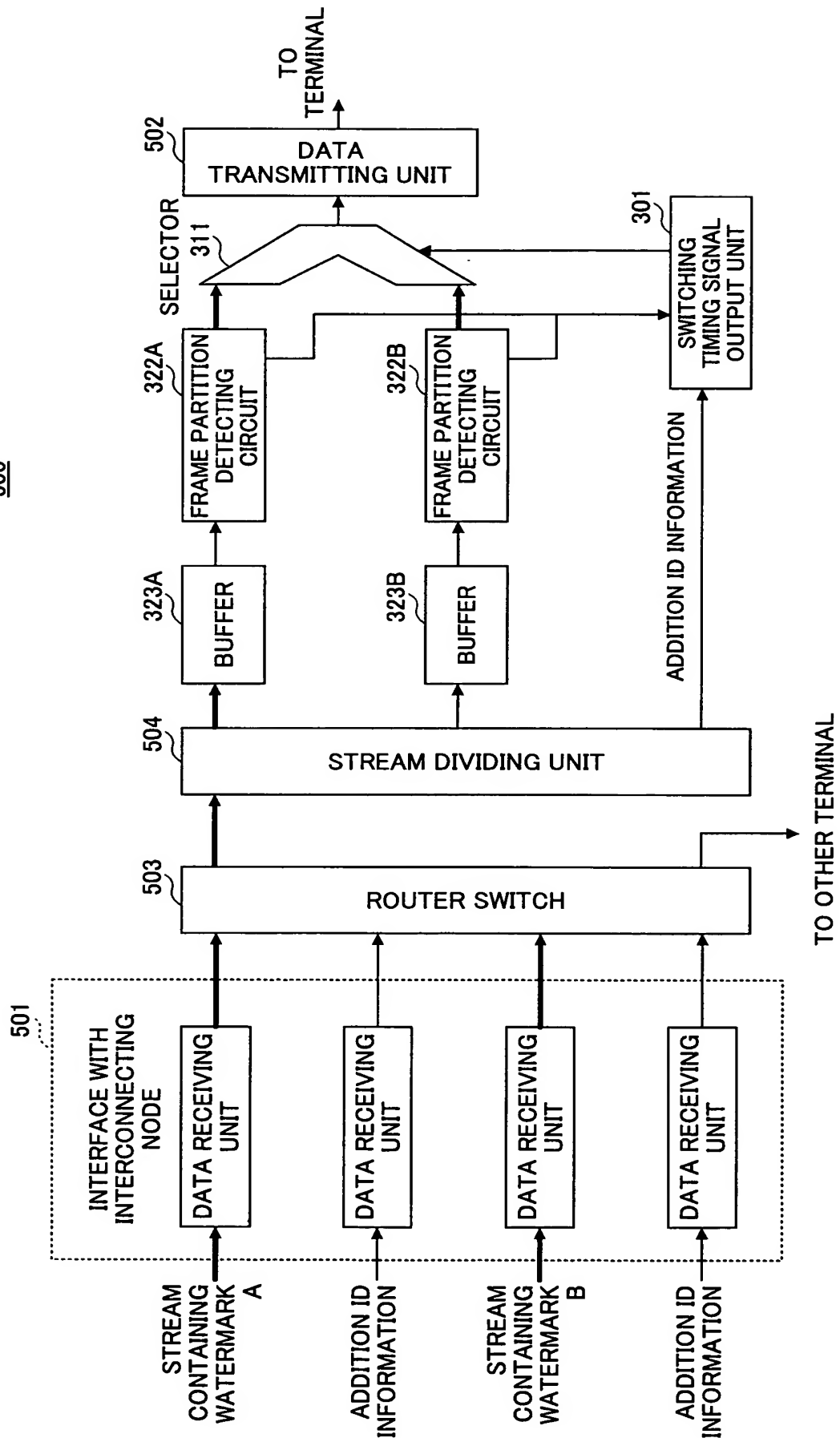


FIG.13

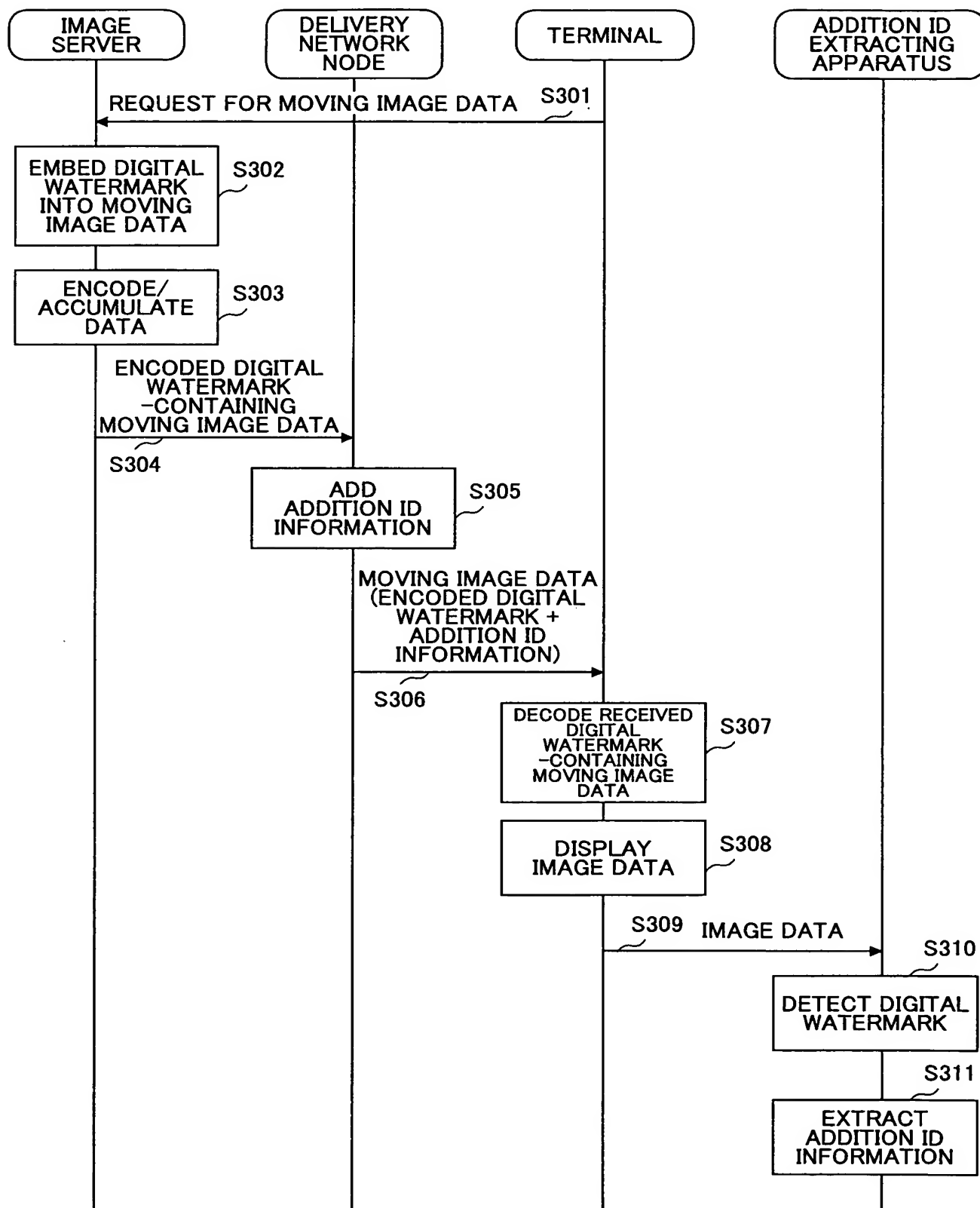
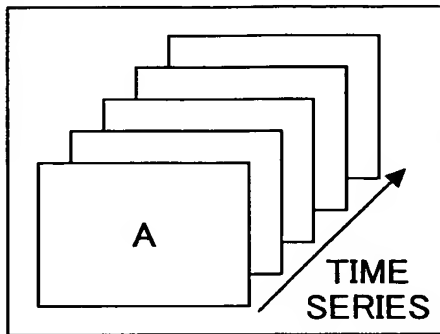
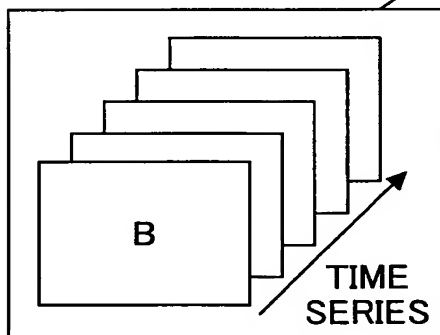


FIG.14

MOVING IMAGE DATA #1
(WATERMARK INFORMATION "A")



ADDITION ID
INFORMATION
"01010"



MOVING IMAGE DATA #2
(WATERMARK INFORMATION "B")

311

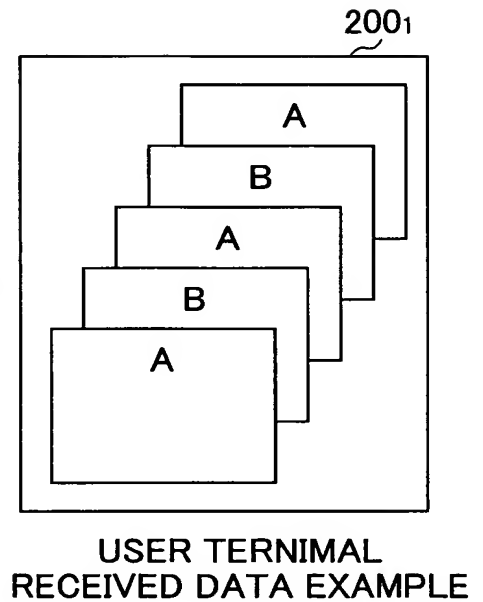


FIG.15

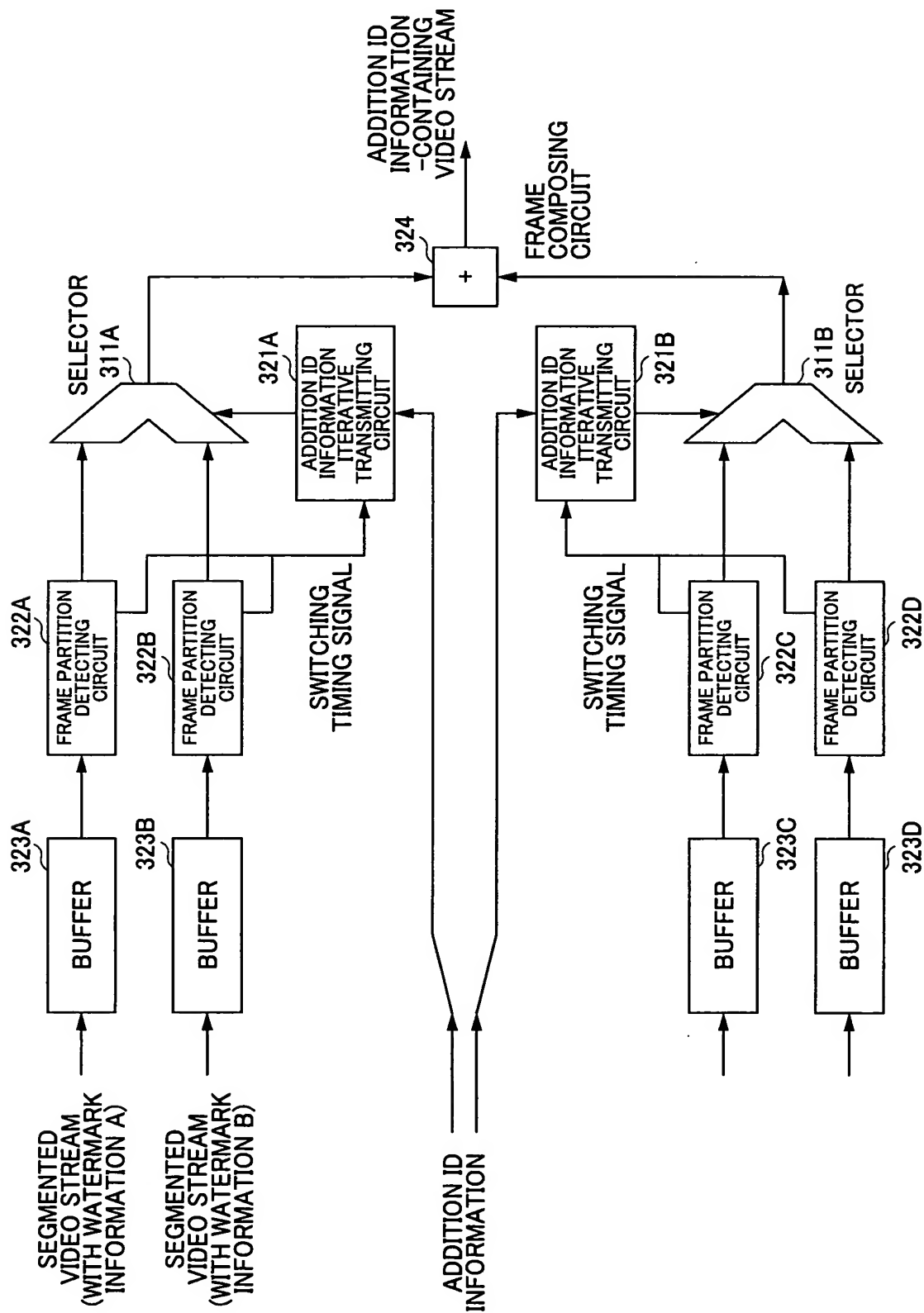


FIG.16

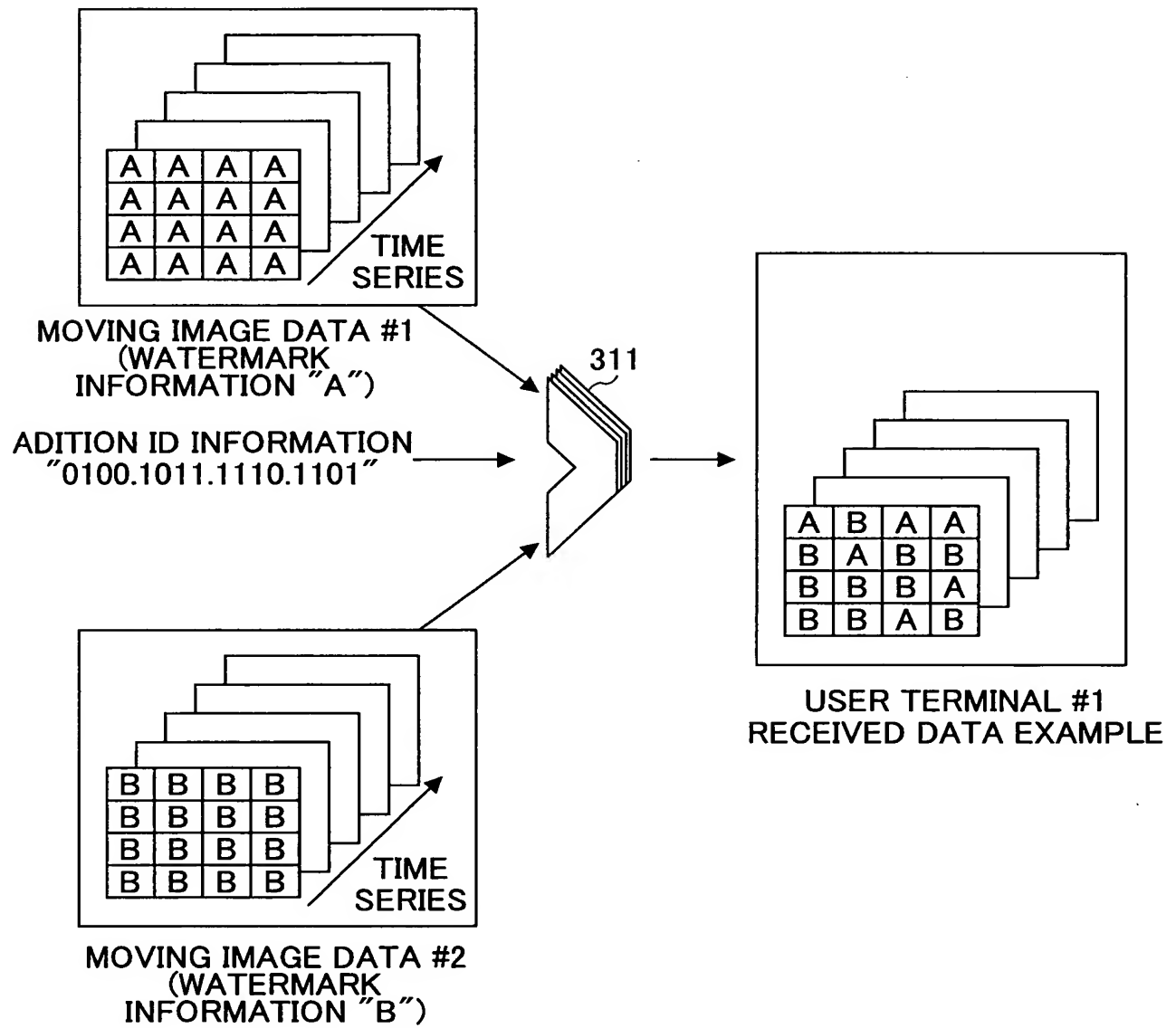


FIG.17

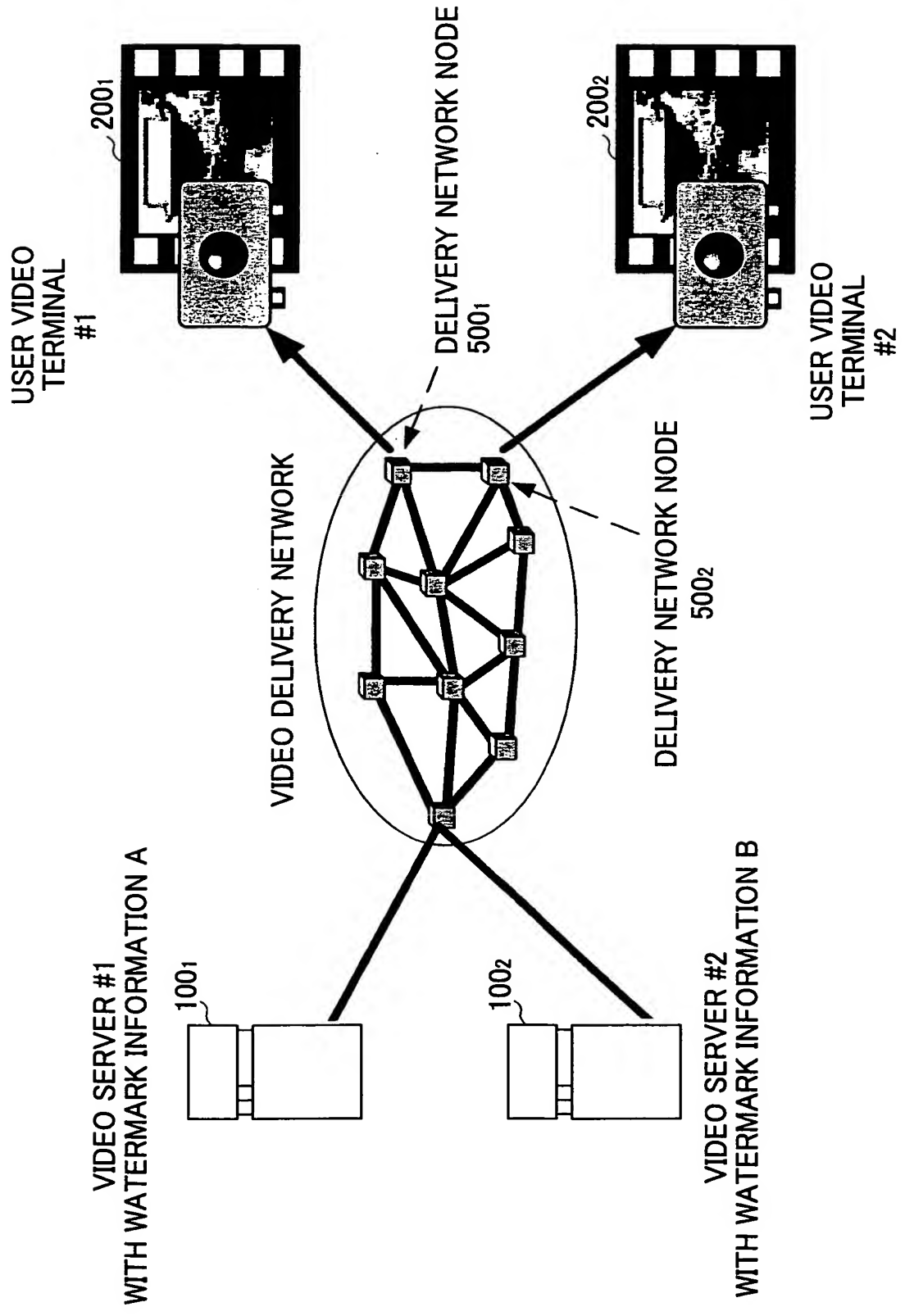


FIG.18

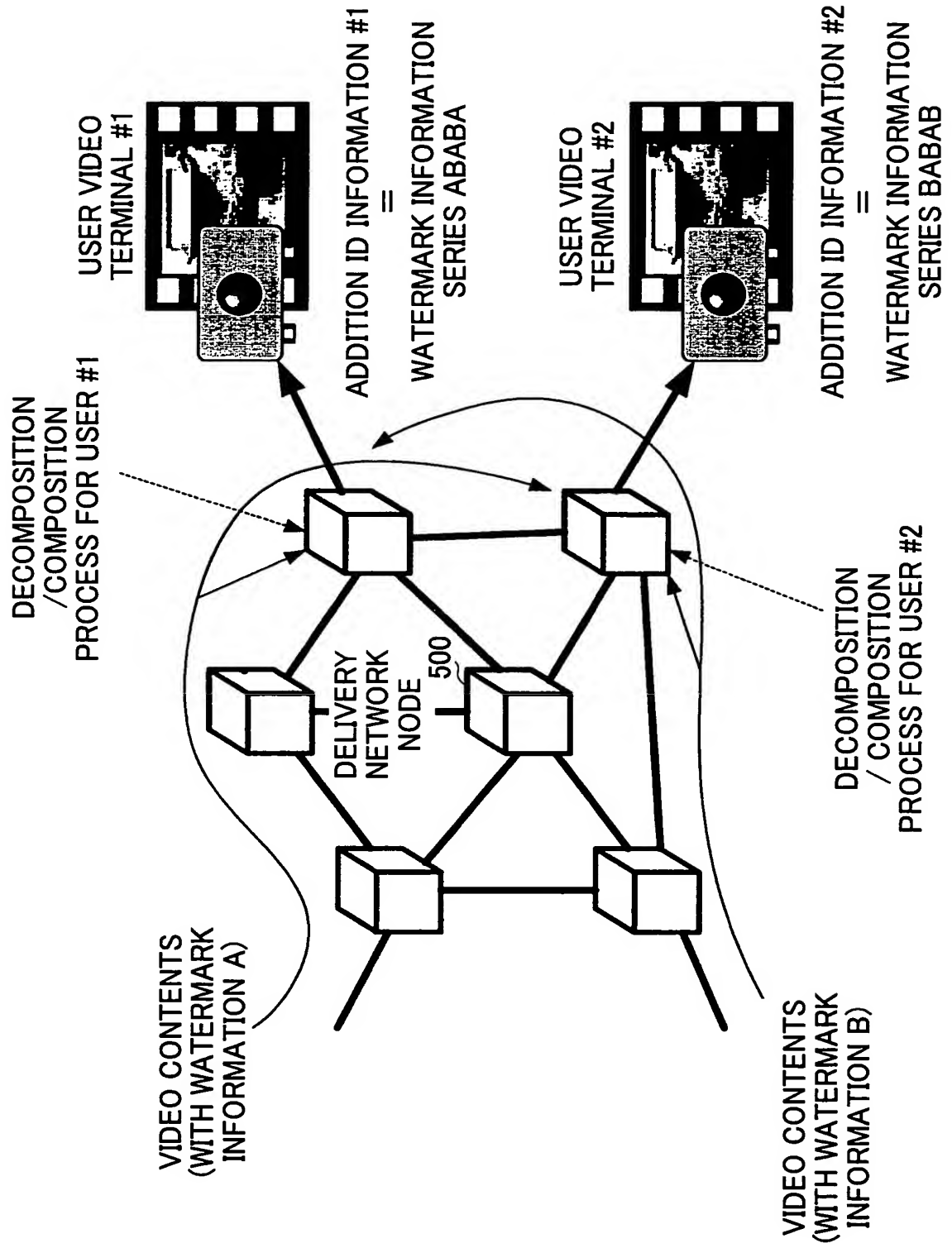


FIG.19

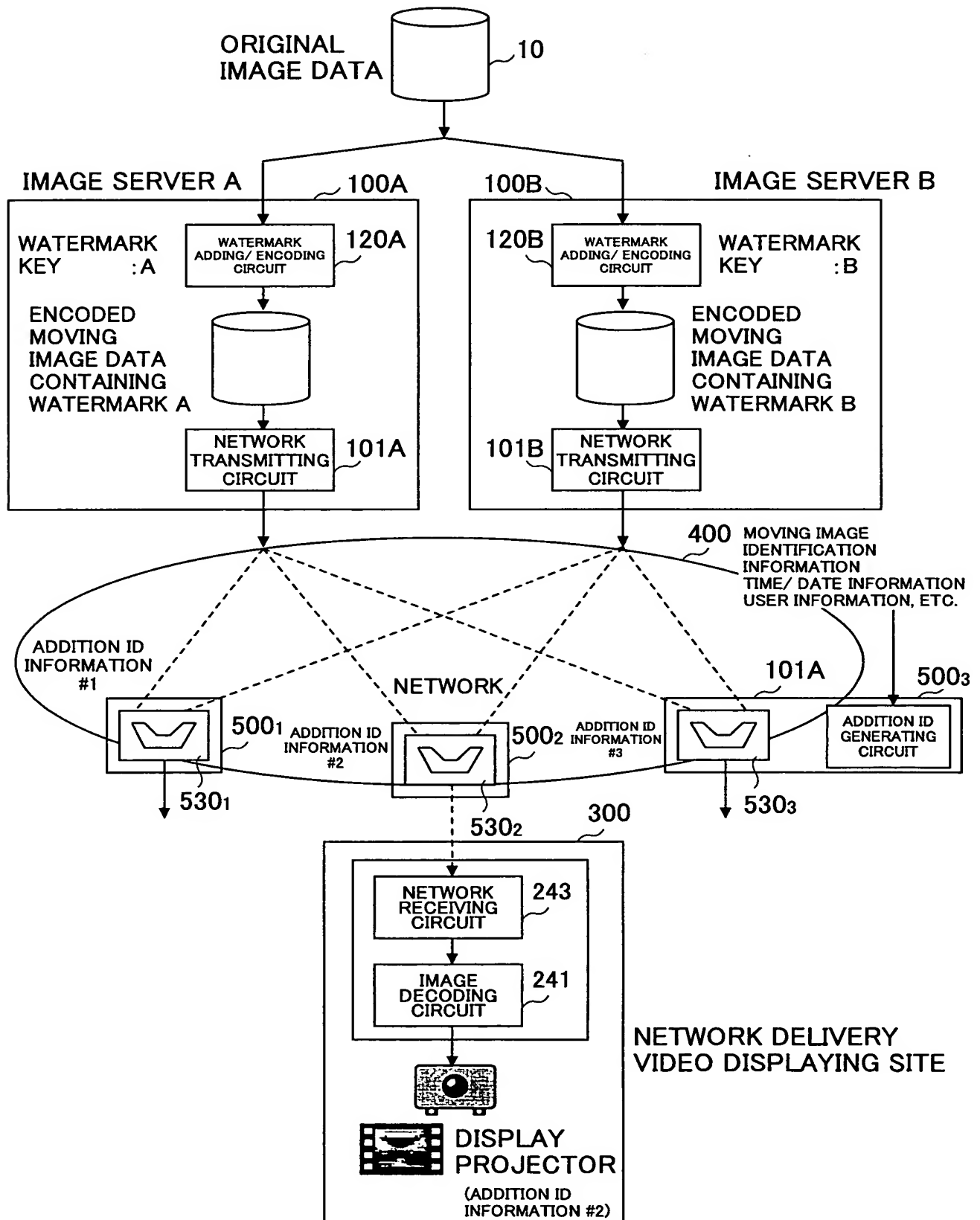


FIG.20

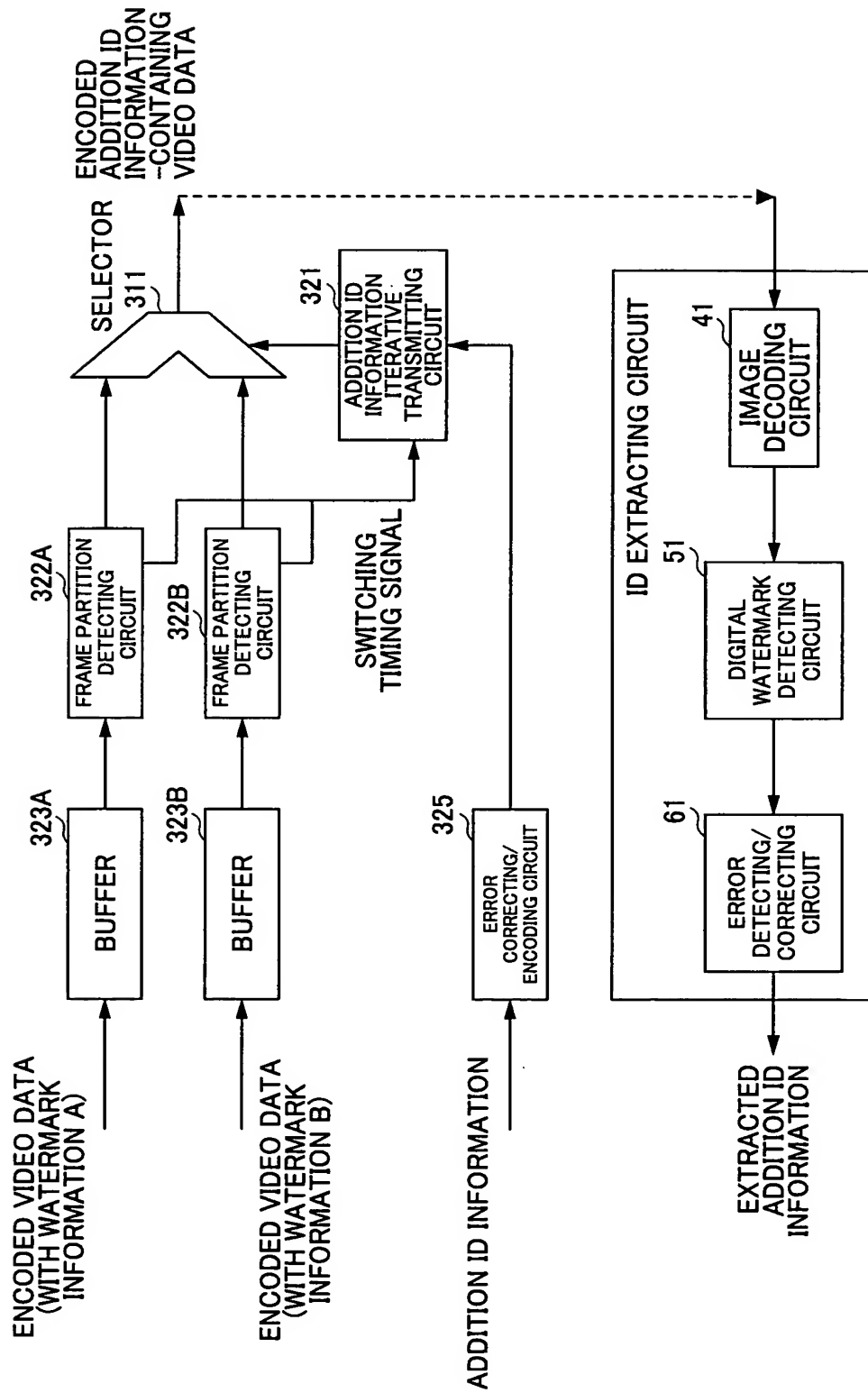
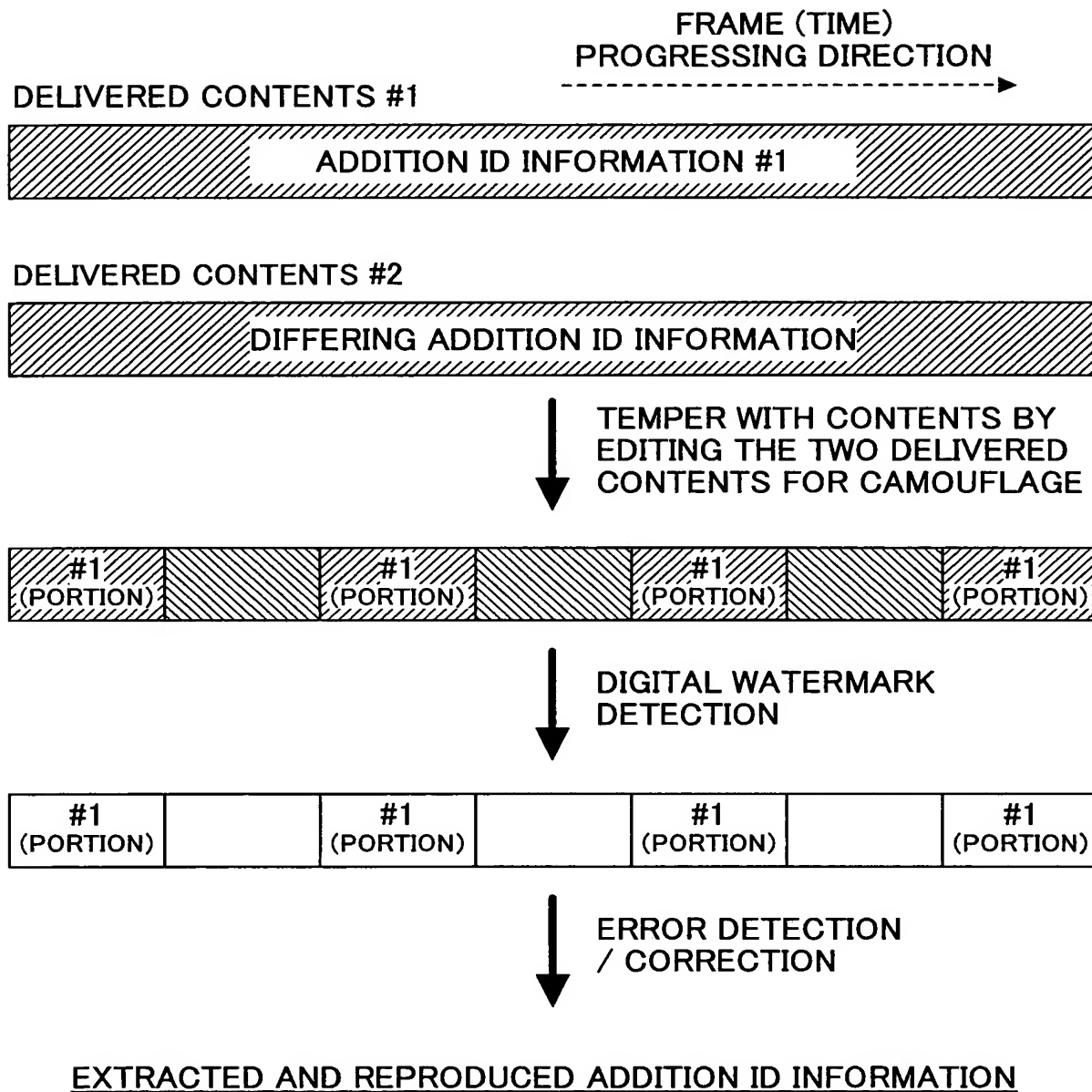


FIG.21

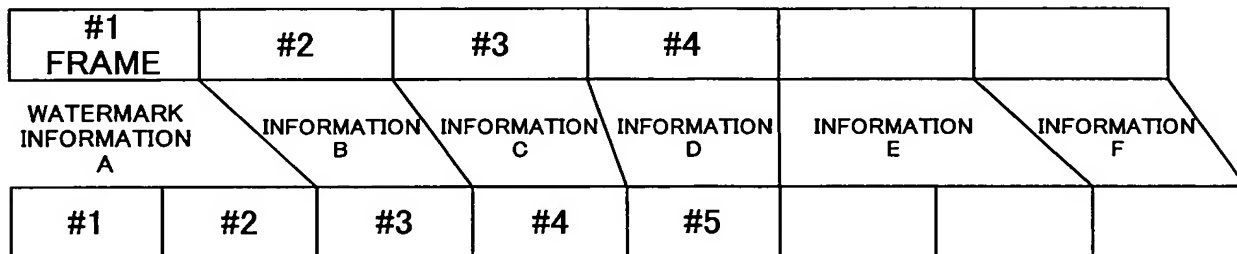


10/15/2016

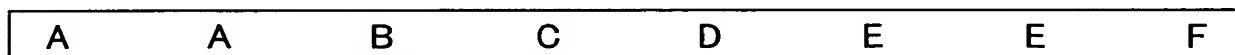
FIG.22

2:3 PULL-DOWN CONVERSION OF
 CONTENTS DELIVERED 24 FRAME/ SEC
 TO 30 FRAMES/ SEC

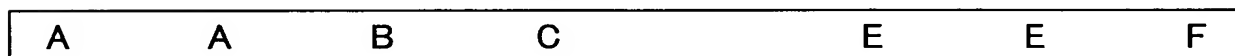
FRAME (TIME)
 PROCESSING DIRECTION
 ----->



DIGITAL WATERMARK DETECTION



FRAME RATE INVERSE CONVERSION
 (EXTRACT 4 SAMPLES
 OUT OF 5 SAMPLES)



ERROR DETECTION/ CORRECTION

EXTRACTED AND REPRODUCE ADDITION ID INFORMATION